COURSE DETAILS

<table>
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<th>Course Code:</th>
<th>F20GP</th>
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<td>Full Course Title:</td>
<td>Computer Games Programming</td>
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<tr>
<td>SCQF Level:</td>
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<td>SCAF Credits:</td>
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<td>Available as Elective:</td>
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DELIVERY LEVEL

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COURSE AIMS

To develop programming skills and techniques specific to the area of 2D and 3D computer games

LEARNING OUTCOMES – SUBJECT MASTERY

- Understanding of game theory and computer game history, genres and impact
- Understanding of game design concepts, elements and characters.
- Understanding of available tools and their application
- Knowledge of algorithms for path planning and navigation
- Knowledge of physically-based modelling in games and selection of techniques
- Knowledge of AI techniques in games and selection of techniques
- Ability to understand, design and implement a small-scale game using 2D and 3D tools
- Practical skills in graphics and AI programming in the computer games context

LEARNING OUTCOMES – PERSONAL ABILITIES

- Ability to think and plan in three dimensions
- Representation of, planning for, and solution of problems

Team working skills.

Ability to plan, design, prototype and communicate a game.

SYLLABUS

- Computer Games Design Concepts (Genres, Narrative and Fun).
- Elements of Game Design (Formal, Dramatic and System Dynamics).
- Character and World Design.
- Design Programming Patterns (Input, loops, structures, objects and optimisation).
- Games Creation Concepts (Conceptualisation, Prototyping, Playtesting).
- Game-state, simulator, renderer, (hierarchical) controllers.
F20GP Computer Games Programming

- Tools, environments and coding practices—e.g. graphics, C++ and engines.
- 2D and 3D game programming techniques.
- Physically-based modelling, particle systems, flocking.
- Obstacle avoidance and path planning.
- Group movement.
- Learning and adaptation in games.
- Action and behaviour selection.
- Procedural Generation.
- Course summary and review.

Prerequisites: C++ programming skills

**COURSE RELATIONSHIPS**

N/A

**LOCATION AND ASSESSMENT METHODS**

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<tr>
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<th>Ork</th>
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